



Sorcerer 1	CLASS & LEVEL
Wood Elf	RACE/ANCESTRY/HERITAGE
STR -1 8	+2 PROFICIENCY BONUS
DEX +2 15	SAVING THROWS -1 Strength Saves +2 Dexterity Saves +4 Constitution Saves * +0 Intelligence Saves +1 Wisdom Saves +4 Charisma Saves * * Prof. bonus added
CON +2 14	ARMOR CLASS (AC)
INT +0 10	INITIATIVE
WIS +1 13	15 +2 35 ft.
CHA +2 15	HIT POINTS 9 HIT DICE 1d6
DEATH SAVES: Success O O O Fail O O O	
WEAPON & UNARMED ATTACKS	
Basic Attack. One target per Attack action.	
<p>Quarterstaff. <i>Melee Weapon Attack:</i> +1 to hit, reach 5 ft. <i>Hit:</i> 1d6-1 bludgeoning damage. (If used two-handed in melee, does 1d8-1 damage.)</p>	
<p>Dagger. <i>Melee or Ranged Weapon Attack:</i> +4 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)</p>	
MAGIC, FEATS & SPECIAL ATTACKS	
<p>Ray Of Frost Cantrip. <i>Ranged Spell Attack:</i> +4 to hit, targets one creature or object within 60 ft. range. <i>Hit:</i> 1d8 cold damage and target's speed reduced by 10 feet for one round.</p>	

Hermit Background [PHB p. 134]

- **Feature:** Discovery (great secret).
- **Traits:** Seeking long-lost relic. Seeks to end a family curse.
- **Ideal:** Secret is to live and let live.
- **Bond:** Your hermitage above all.
- **Flaw:** Must win all arguments.

PROFICIENCIES & LANGUAGE

Armor: none

Weapons: dagger, dart, light crossbow, longbow, longsword, quarterstaff, shortbow, shortsword, sling

Tools: herbalism kit

Saving Throws: Constitution, Charisma

Skills: Arcana, Intimidation, Medicine, Perception, Religion

Languages: Common, Dwarvish, Elvish, Draconic

RACE

Wood Elf Traits [PHB p. 23]

- Creature Type: Humanoid (Fey lineage)
- Age: 236 years old
- Medium Size (5' 7", 139 lbs.)
- Darkvision (60 feet)
- Elf Weapon Training (swords, bows)
- Fey Ancestry (vs. charm, no sleep)
- Keen Senses (Perception)
- Mask of the Wild (hide outdoors)
- Trance (4 hrs. as 8 hrs. sleep)

CLASS

Sorcerer Class Features [PHB p. 99]

- Black Dragon Ancestor (double proficiency bonus to Charisma with dragons)
- Draconic Resilience (extra hit points added to total)

SORCERY

SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known: Friends, Message, Prestidigitation, Ray of Frost

Prepared Spells

1st Level (2 slots): Burning Hands, Mage Armor

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: two (2) daggers, quarterstaff, herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of personal notes, a winter blanket. (This load is about 12 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 6 gold pieces (gp); 35 silver pieces (sp); 28 copper pieces (cp); 3 gems (worth 10 gp each)